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# **RiotWatcher Documentation**

***Release 3.2.5***

**pseudonym117**

**May 20, 2023**



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## Contents

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<b>1</b>	<b>To Start...</b>	<b>3</b>
<b>2</b>	<b>Using it...</b>	<b>5</b>
<b>3</b>	<b>DataDragon</b>	<b>7</b>
<b>4</b>	<b>Use with kernel</b>	<b>9</b>
<b>5</b>	<b>Main API and other topics</b>	<b>11</b>
<b>6</b>	<b>Indices and tables</b>	<b>31</b>
	<b>Python Module Index</b>	<b>33</b>
	<b>Index</b>	<b>35</b>



RiotWatcher is a thin wrapper on top of the [Riot Games API for League of Legends](#). All public methods as of 5/20/2023 are supported in full.

RiotWatcher by default supports a naive rate limiter. This rate limiter will try to stop you from making too many requests, and in a single threaded test environment does this rather well. In a multithreaded environment, you may still get some 429 errors. 429 errors are currently NOT retried for you.



# CHAPTER 1

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To Start...

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To install RiotWatcher:

```
pip install riotwatcher
```

OR:

```
python setup.py install
```

You also need to have an API key from Riot. Get that from [here](#).





## CHAPTER 2

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### Using it...

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All methods return dictionaries representing the json objects described by the official Riot API. Any HTTP errors that are returned by the API are raised as `HTTPError` exceptions from the Requests library.

```
from riotwatcher import LolWatcher, ApiError

lol_watcher = LolWatcher('<your-api-key>')

my_region = 'na1'

me = lol_watcher.summoner.by_name(my_region, 'pseudonym117')
print(me)

# all objects are returned (by default) as a dict
# lets see if i got diamond yet (i probably didnt)
my_ranked_stats = lol_watcher.league.by_summoner(my_region, me['id'])
print(my_ranked_stats)

# First we get the latest version of the game from data dragon
versions = lol_watcher.data_dragon.versions_for_region(my_region)
champions_version = versions['n']['champion']

# Lets get some champions
current_champ_list = lol_watcher.data_dragon.champions(champions_version)
print(current_champ_list)

# For Riot's API, the 404 status code indicates that the requested data wasn't found,
↪ and
# should be expected to occur in normal operation, as in the case of a an
# invalid summoner name, match ID, etc.
#
# The 429 status code indicates that the user has sent too many requests
# in a given amount of time ("rate limiting").

try:
```

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```
response = lol_watcher.summoner.by_name(my_region, 'this_is_probably_not_anyones_
↪summoner_name')
except ApiError as err:
    if err.response.status_code == 429:
        print('We should retry in {} seconds.'.format(err.headers['Retry-After']))
        print('this retry-after is handled by default by the RiotWatcher library')
        print('future requests wait until the retry-after time passes')
    elif err.response.status_code == 404:
        print('Summoner with that ridiculous name not found.')
    else:
        raise
```

## CHAPTER 3

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### DataDragon

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Keep in mind when using data dragon APIs with LolWatcher that regions are NOT the same as the other API regions. Specifically, the following regions are renamed (as of writing):

API	ddragon
eun1	eune
oc1	oce



## CHAPTER 4

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### Use with kernel

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RiotWatcher can integrate with the API proxy/caching server [kernel](#). This can be done by providing the `kernel_url` parameter to the `LolWatcher` constructor.

```
from riotwatcher import LolWatcher, ApiError

lol_watcher = LolWatcher(kernel_url="https://your-kernel-instance") # should not_
↪contain trailing slash
# use watcher as normal
```



## 5.1 League of Legends Watcher

```
class riotwatcher.LolWatcher(api_key: str = None, timeout: int = None, kernel_url: str =
    None, rate_limiter: riotwatcher.RateLimiter.RateLimiter = <ri-
    otwatcher.Handlers.RateLimit.BasicRateLimiter.BasicRateLimiter
    object>, deserializer: riotwatcher.Deserializer.Deserializer = <ri-
    otwatcher.Handlers.DictionaryDeserializer.DictionaryDeserializer
    object>, default_status_v4: bool = False, **kwargs)
```

LolWatcher class is intended to be the main interaction point with the APIs for League of Legends.

Initialize a new instance of the RiotWatcher class.

### Parameters

- **api\_key** (*string*) – the API key to use for this instance
- **timeout** (*int*) – Time to wait for a response before timing out a connection to the Riot API
- **kernel\_url** (*string*) – URL for the kernel instance to connect to, instead of the API. See <https://github.com/meraki-analytics/kernel> for details.
- **rate\_limiter** (*RateLimiter*) – Instance to be used for rate limiting. This defaults to `Handlers.RateLimit.BasicRateLimiter`. This parameter is not used when connecting to a kernel instance.
- **deserializer** (*Deserializer*) – Instance to be used to deserialize responses from the Riot Api. Default is `Handlers.DictionaryDeserializer`.

### challenges

Interface to the Challenges Endpoint

**Return type** *league\_of\_legends.ChallengesApiV1*

### champion

Interface to the Champion Endpoint

**Return type** *league\_of\_legends.ChampionApiV3*

**champion\_mastery**

Interface to the ChampionMastery Endpoint

**Return type** *league\_of\_legends.ChampionMasteryApiV4*

**clash**

Interface to the Clash Endpoint

**Return type** *league\_of\_legends.ClashApiV1*

**data\_dragon**

Interface to the DataDragon Endpoint

**Return type** *league\_of\_legends.DataDragonApi*

**league**

Interface to the League Endpoint

**Return type** *league\_of\_legends.LeagueApiV4*

**lol\_status**

Interface to the LoLStatus Endpoint

**Return type** *league\_of\_legends.LolStatusApiV3*

**lol\_status\_v3**

Interface to the LoLStatus Endpoint

**Return type** *league\_of\_legends.LolStatusApiV3*

**lol\_status\_v4**

Interface to the LoLStatus Endpoint

**Return type** *league\_of\_legends.LolStatusApiV4*

**match**

Interface to the Match Endpoint

**Return type** *league\_of\_legends.MatchApiV5*

**match\_v4**

This property has been deprecated. Use ‘match’ property instead. Note that v4 is now permanently removed by Riot

**match\_v5**

this property has been deprecated. Use ‘match’ property instead.

**spectator**

Interface to the Spectator Endpoint

**Return type** *league\_of\_legends.SpectatorApiV4*

**summoner**

Interface to the Summoner Endpoint

**Return type** *league\_of\_legends.SummonerApiV4*

**third\_party\_code**

DEPRECATED: API has been removed by Riot



## 5.1.1 All APIs

### ChampionApiV3

**class** riotwatcher.\_apis.league\_of\_legends.**ChampionApiV3** (*base\_api: riotwatcher.\_apis.BaseApi.BaseApi*)

This class wraps the Champion-v3 Api calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#champion-v3> for more detailed information

Initialize a new ChampionApiV3 which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**rotations** (*region: str*)

Returns champion rotations, including free-to-play and low-level free-to-play rotations.

**Returns** ChampionInfo

### ChampionMasteryApiV4

**class** riotwatcher.\_apis.league\_of\_legends.**ChampionMasteryApiV4** (*base\_api: riotwatcher.\_apis.BaseApi.BaseApi*)

This class wraps the Champion-Mastery-v4 Api calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#champion-mastery-v4/> for more detailed information

Initialize a new ChampionMasteryApiV4 which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**by\_summoner** (*region: str, encrypted\_summoner\_id: str*)

Get all champion mastery entries.

**Parameters**

- **region** (*string*) – the region to execute this request on
- **encrypted\_summoner\_id** (*string*) – Summoner ID associated with the player

**Returns** List[ChampionMasteryDTO]: This object contains a list of Champion Mastery information for player and champion combination.

**by\_summoner\_by\_champion** (*region: str, encrypted\_summoner\_id: str, champion\_id: int*)

Get a champion mastery by player ID and champion ID.

**Parameters**

- **region** (*string*) – the region to execute this request on
- **encrypted\_summoner\_id** (*string*) – Summoner ID associated with the player
- **champion\_id** (*long*) – Champion ID to retrieve Champion Mastery for

**Returns** ChampionMasteryDTO: This object contains single Champion Mastery information for player and champion combination.

**scores\_by\_summoner** (*region: str, encrypted\_summoner\_id: str*)

Get a player's total champion mastery score, which is the sum of individual champion mastery levels

**Parameters**

- **region** (*string*) – the region to execute this request on
- **encrypted\_summoner\_id** (*string*) – Summoner ID associated with the player

**Returns** int

## ClashApiV1

**class** riotwatcher.\_apis.league\_of\_legends.ClashApiV1 (*base\_api: riotwatcher.\_apis.BaseApi.BaseApi*)

This class wraps the Clash-v1 endpoint calls provided by the Riot API.

See <https://developer.riotgames.com/apis#clash-v1> for more detailed information

Initialize a new ClashApiV1 which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**by\_summoner** (*region: str, summoner\_id: str*)

This endpoint returns a list of active Clash players for a given summoner ID. If a summoner registers for multiple tournaments at the same time (e.g., Saturday and Sunday) then both registrations would appear in this list.

### Parameters

- **region** (*string*) – The region to execute this request on.
- **summoner\_id** (*string*) – The summoner ID.

**Returns** List[PlayerDTO]: represents the summoner's info for the current clash.

**by\_team** (*region: str, team\_id: str*)

Get team by ID.

### Parameters

- **region** (*string*) – The region to execute this request on
- **team\_id** (*string*) – Team ID

**Returns** TeamDTO: represents a clash team

**by\_tournament** (*region: str, tournament\_id: str*)

Get tournament by ID.

### Parameters

- **region** (*string*) – The region to execute this request on
- **tournament\_id** (*string*) – Tournament ID

**Returns** TournamentDTO: represents a clash tournament

**tournament\_by\_team** (*region: str, team\_id: str*)

Get tournament by team ID.

### Parameters

- **region** (*string*) – The region to execute this request on
- **team\_id** (*string*) – Team ID

**Returns** TournamentDTO: represents a clash tournament

**tournaments** (*region: str*)

Returns a list of active and upcoming tournaments.

**Parameters** **region** (*string*) – The region to execute this request on

**Returns** List[TournamentDTO]: represents all of the current tournaments active

## DataDragonApi

```
class riotwatcher._apis.league_of_legends.DataDragonApi (base_api: riot-
watcher._apis.BaseApi.BaseApi)

    champions (version: str, full: bool = False, locale=None)
    items (version: str, locale: str = None)
    languages (version: str, locale: str = None)
    maps (version: str, locale: str = None)
    masteries (version: str, locale: str = None)
    profile_icons (version: str, locale: str = None)
    runes (version: str, locale: str = None)
    runes_reforged (version: str, locale: str = None)
    summoner_spells (version: str, locale: str = None)
    versions_all ()
    versions_for_region (region: str)
```

## LeagueApiV4

```
class riotwatcher._apis.league_of_legends.LeagueApiV4 (base_api: riot-
watcher._apis.BaseApi.BaseApi)
```

This class wraps the League-v4 Api calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#league-v4/> for more detailed information

Initialize a new LeagueApiV4 which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**by\_id** (*region: str, league\_id: str*)  
Get league with given ID, including inactive entries

### Parameters

- **region** (*string*) – the region to execute this request on
- **league\_id** (*string*) – the league ID to query

**Returns** *LeagueListDTO*

**by\_summoner** (*region: str, encrypted\_summoner\_id: str*)  
Get league entries in all queues for a given summoner ID

### Parameters

- **region** (*string*) – the region to execute this request on
- **encrypted\_summoner\_id** (*string*) – the summoner ID to query

**Returns** *Set[LeagueEntryDTO]*

**challenger\_by\_queue** (*region: str, queue: str*)  
Get the challenger league for a given queue.

### Parameters

- **region** (*string*) – the region to execute this request on

- **queue** (*string*) – the queue to get the challenger players for

**Returns** LeagueListDTO

**entries** (*region: str, queue: str, tier: str, division: str, page: int = 1*)

Get all the league entries

**Parameters**

- **region** (*string*) – the region to execute this request on
- **queue** (*string*) – the queue to query, i.e. RANKED\_SOLO\_5x5
- **tier** (*string*) – the tier to query, i.e. DIAMOND
- **division** (*string*) – the division to query, i.e. III
- **page** (*int*) – the page for the query to paginate to. Starts at 1.

**Returns** Set[LeagueEntryDTO]

**grandmaster\_by\_queue** (*region: str, queue: str*)

Get the grandmaster league for a given queue.

**Parameters**

- **region** (*string*) – the region to execute this request on
- **queue** (*string*) – the queue to get the grandmaster players for

**Returns** LeagueListDTO

**masters\_by\_queue** (*region: str, queue: str*)

Get the master league for a given queue.

**Parameters**

- **region** (*string*) – the region to execute this request on
- **queue** (*string*) – the queue to get the master players for

**Returns** LeagueListDTO

## LolStatusApiV3

**class** riotwatcher.\_apis.league\_of\_legends.LolStatusApiV3 (*base\_api: riotwatcher.\_apis.BaseApi.BaseApi*)

This class wraps the LoL-Status-v3 Api calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#lol-status-v3> for more detailed information

Initialize a new LolStatusApiV3 which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**shard\_data** (*region: str*)

Get League of Legends status for the given shard.

Requests to this API are not counted against the application Rate Limits.

**Parameters** **region** (*string*) – the region to execute this request on

**Returns** ShardStatus

## LolStatusApiV4

**class** riotwatcher.\_apis.league\_of\_legends.**LolStatusApiV4** (*base\_api: riotwatcher.\_apis.BaseApi.BaseApi*)

This class wraps the LoL-Status-v4 Api calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#lol-status-v3> for more detailed information

Initialize a new LolStatusApiV4 which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**platform\_data** (*region: str*)

Get League of Legends status for the given platform.

Requests to this API are not counted against the application Rate Limits.

**Parameters** **region** (*string*) – the region to execute this request on

**Returns** PlatformStatus

## MatchApiV5

**class** riotwatcher.\_apis.league\_of\_legends.**MatchApiV5** (*base\_api: riotwatcher.\_apis.BaseApi.BaseApi*)

This class wraps the Match-v5 endpoint calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#match-v5> for more detailed information

Initialize a new MatchApiV5 which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**by\_id** (*region: str, match\_id: str*)

Get match by match ID

**Parameters**

- **region** (*string*) – The region to execute this request on
- **match\_id** (*string*) – The match ID.

**Returns** MatchDto

**matchlist\_by\_puuid** (*region: str, puuid: str, start: int = None, count: int = None, queue: int = None, type: str = None, start\_time: int = None, end\_time: int = None*)

Get matchlist for ranked games played on given account ID and platform ID and filtered using given filter parameters, if any

**Parameters**

- **region** (*string*) – The region to execute this request on
- **puuid** (*string*) – The puuid.
- **start** (*int*) – Defaults to 0. Start index.
- **count** (*int*) – Defaults to 20. Valid values: 0 to 100. Number of match ids to return.
- **queue** (*int*) – Filter the list of match ids by a specific queue id. This filter is mutually inclusive of the type filter meaning any match ids returned must match both the queue and type filters.

- **type** (*string*) – Filter the list of match ids by the type of match. This filter is mutually inclusive of the queue filter meaning any match ids returned must match both the queue and type filters.
- **start\_time** (*long*) – Epoch timestamp in seconds. The matchlist started storing timestamps on June 16th, 2021. Any matches played before June 16th, 2021 won't be included in the results if the startTime filter is set.
- **end\_time** (*long*) – Epoch timestamp in seconds.

**Returns** List[string]

**timeline\_by\_match** (*region: str, match\_id: str*)

Get match timeline by match ID.

Not all matches have timeline data.

**Parameters**

- **region** (*string*) – The region to execute this request on
- **match\_id** (*string*) – The match ID.

**Returns** MatchTimelineDto

## ChallengesApiV1

**class** riotwatcher.\_apis.league\_of\_legends.**ChallengesApiV1** (*base\_api: riotwatcher.\_apis.BaseApi.BaseApi*)

This class wraps the Challenges-v1 endpoint calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#lol-challenges-v1> for more detailed information

Initialize a new ChallengesApiV1 which uses the provided base\_api.

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**by\_puuid** (*region: str, puuid: str*)

Returns player information with list of all progressed challenges.

**Parameters**

- **region** (*string*) – The region to execute this request on
- **puuid** (*string*) – The puuid.

**Returns** PlayerInfoDto

**challenge\_config** (*region: str, challenge\_id: int*)

Get challenge configuration.

**Parameters**

- **region** (*string*) – The region to execute this request on
- **challenge\_id** (*long*) – The ID of the challenge.

**Returns** ChallengeConfigInfoDto

**config** (*region: str*)

List of all basic challenge configuration information.

**Parameters** **region** (*string*) – The region to execute this request on

**Returns** ChallengeConfigInfoDto

**leaderboards** (*region: str, challenge\_id: int, level: str*)

Return top players for each level. Level must be MASTER, GRANDMASTER or CHALLENGER.

**Parameters**

- **region** (*string*) – The region to execute this request on
- **challenge\_id** (*long*) – The ID of the challenge.
- **level** (*string*) – The level to get the leaderboard for.

**Returns** List[ApexPlayerInfoDto]

**percentiles** (*region: str*)

Map of level to percentile of players who have achieved it.

**Parameters** **region** (*string*) – The region to execute this request on

**Returns** Map[Long, Map[Integer, Map[Level, Double]]]

**percentiles\_by\_challenge\_id** (*region: str, challenge\_id: int*)

Map of level to percentile of players who have achieved it.

**Parameters**

- **region** (*string*) – The region to execute this request on
- **challenge\_id** (*long*) – The ID of the challenge.

**Returns** Map[Level, double]

## SpectatorApiV4

**class** riotwatcher.\_apis.league\_of\_legends.**SpectatorApiV4** (*base\_api: riotwatcher.\_apis.BaseApi.BaseApi*)

This class wraps the Spectator-v4 endpoint calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#spectator-v4> for more detailed information

Initialize a new SpectatorApiV3 which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**by\_summoner** (*region: str, encrypted\_summoner\_id: str*)

Get current game information for the given summoner ID

**Parameters**

- **region** (*string*) – The region to execute this request on
- **encrypted\_summoner\_id** (*string*) – The ID of the summoner.

**Returns** CurrentGameInfo

**featured\_games** (*region: str*)

Get list of featured games.

**Parameters** **region** (*string*) – The region to execute this request on

**Returns** FeaturedGames

## SummonerApiV4

**class** riotwatcher.\_apis.league\_of\_legends.**SummonerApiV4** (*base\_api: riotwatcher.\_apis.BaseApi.BaseApi*)

This class wraps the Summoner-v4 endpoint calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#summoner-v4> for more detailed information

Initialize a new SummonerApiV4 which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**by\_account** (*region: str, encrypted\_account\_id: str*)

Get a summoner by account ID.

### Parameters

- **region** (*string*) – The region to execute this request on
- **encrypted\_account\_id** (*string*) – The account ID.

**Returns** SummonerDTO: represents a summoner

**by\_id** (*region: str, encrypted\_summoner\_id: str*)

Get a summoner by summoner ID.

### Parameters

- **region** (*string*) – The region to execute this request on
- **encrypted\_summoner\_id** (*string*) – Summoner ID

**Returns** SummonerDTO: represents a summoner

**by\_name** (*region: str, summoner\_name: str*)

Get a summoner by summoner name

### Parameters

- **region** (*string*) – The region to execute this request on
- **summoner\_name** (*string*) – Summoner Name

**Returns** SummonerDTO: represents a summoner

**by\_puuid** (*region: str, encrypted\_puuid: str*)

Get a summoner by PUUID.

### Parameters

- **region** (*string*) – The region to execute this request on
- **encrypted\_puuid** (*string*) – PUUID

**Returns** SummonerDTO: represents a summoner



## 5.2 Legends Of Runeterra Watcher

```
class riotwatcher.LorWatcher (api_key: str = None, timeout: int = None,
                             rate_limiter: riotwatcher.RateLimiter.RateLimiter = <riot-
                             watcher.Handlers.RateLimit.BasicRateLimiter.BasicRateLimiter
                             object>, deserializer: riotwatcher.Deserializer.Deserializer = <ri-
                             otwatcher.Handlers.DictionaryDeserializer.DictionaryDeserializer
                             object>)
```

LorWatcher class is intended to be the main interaction point with the API for Legends of Runterra.

Initialize a new instance of the LorWatcher class.

### Parameters

- **api\_key** (*string*) – the API key to use for this instance
- **timeout** (*int*) – Time to wait for a response before timing out a connection to the Riot API
- **rate\_limiter** (*RateLimiter*) – Instance to be used for rate limiting. This defaults to `Handlers.RateLimit.BasicRateLimiter`.
- **deserializer** (*Deserializer*) – Instance to be used to deserialize responses from the Riot Api. Default is `Handlers.DictionaryDeserializer`.

### match

Interface to the Match Endpoint

**Return type** *legends\_of\_runeterra.MatchApi*

### ranked

Interface to the Ranked Endpoint

**Return type** *legends\_of\_runeterra.RankedApi*

### 5.2.1 All APIs

#### MatchApi

```
class riotwatcher._apis.legends_of_runeterra.MatchApi (base_api: riot-
                                                         watcher._apis.BaseApi.BaseApi)
```

This class wraps the LoR-Match-V1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#lor-match-v1> for more detailed information

Initialize a new MatchApi which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**by\_id** (*region: str, match\_id: str*)  
Get match by id.

**Returns** MatchDto

**by\_puuid** (*region: str, puuid: str*)  
Get a list of match ids by PUUID.

**Returns** List[string]

## RankedApi

```
class riotwatcher._apis.legends_of_runeterra.RankedApi (base_api: riot-  
watcher._apis.BaseApi.BaseApi)
```

This class wraps the LoR-Ranked-V1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#lor-ranked-v1> for more detailed information

Initialize a new RankedApi which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**leaderboards** (*region: str*)

Get the players in Master tier.

**Returns** LeaderboardDto

## 5.3 Riot Watcher

```
class riotwatcher.RiotWatcher (api_key: str, timeout: int = None, rate_limiter:  
riotwatcher.RateLimiter.RateLimiter = <riot-  
watcher.Handlers.RateLimit.BasicRateLimiter.BasicRateLimiter  
object>, deserializer: riotwatcher.Deserializer.Deserializer = <ri-  
otwatcher.Handlers.DictionaryDeserializer.DictionaryDeserializer  
object>)
```

RiotWatcher class is intended to be the main interaction point with the generic Riot APIs.

Initialize a new instance of the RiotWatcher class.

### Parameters

- **api\_key** (*string*) – the API key to use for this instance
- **timeout** (*int*) – Time to wait for a response before timing out a connection to the Riot API
- **rate\_limiter** (*RateLimiter*) – Instance to be used for rate limiting. This defaults to `Handlers.RateLimit.BasicRateLimiter`.
- **deserializer** (*Deserializer*) – Instance to be used to deserialize responses from the Riot Api. Default is `Handlers.DictionaryDeserializer`.

### account

Interface to the Account Endpoint

**Return type** *riot.AccountApi*

### 5.3.1 All APIs

#### AccountApi

```
class riotwatcher._apis.riot.AccountApi (base_api: riotwatcher._apis.BaseApi.BaseApi)
```

This class wraps the Account-v1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#account-v1> for more detailed information

Initialize a new AccountApi which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**active\_shard** (*region: str, game: str, puuid: str*)

Get active shard for a player

**Returns** ActiveShardDto

**by\_puuid** (*region: str, puuid: str*)

Get account by puuid

**Returns** AccountDto

**by\_riot\_id** (*region: str, game\_name: str, tag\_line: str*)

Get account by riot id

**Returns** AccountDto

## 5.4 Team Fight Tactics Watcher

```
class riotwatcher.TftWatcher (api_key: str = None, timeout: int = None,
                              rate_limiter: riotwatcher.RateLimiter.RateLimiter = <riot-
                              watcher.Handlers.RateLimit.BasicRateLimiter.BasicRateLimiter
                              object>, deserializer: riotwatcher.Deserializer.Deserializer = <ri-
                              otwatcher.Handlers.DictionaryDeserializer.DictionaryDeserializer
                              object>)
```

TftWatcher class is intended to be the main interaction point with the APIs for Team Fight Tactics.

Initialize a new instance of the TftWatcher class.

### Parameters

- **api\_key** (*string*) – the API key to use for this instance
- **timeout** (*int*) – Time to wait for a response before timing out a connection to the Riot API
- **rate\_limiter** (*RateLimiter*) – Instance to be used for rate limiting. This defaults to `Handlers.RateLimit.BasicRateLimiter`.
- **deserializer** (*Deserializer*) – Instance to be used to deserialize responses from the Riot Api. Default is `Handlers.DictionaryDeserializer`.

### league

Interface to the League Endpoint

**Return type** *team\_fight\_tactics.LeagueApi*

### match

Interface to the Match Endpoint

**Return type** *team\_fight\_tactics.MatchApi*

### summoner

Interface to the Summoner Endpoint

**Return type** *team\_fight\_tactics.SummonerApi*

### 5.4.1 All APIs

## LeagueApi

**class** riotwatcher.\_apis.team\_fight\_tactics.**LeagueApi** (*base\_api: riotwatcher.\_apis.BaseApi.BaseApi*)

This class wraps the Tft-League-v1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#tft-league-v1> for more detailed information

Initialize a new LeagueApi which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**by\_id** (*region: str, league\_id: str*)

Get league with given ID, including inactive entries

**Returns** LeagueListDTO

**by\_summoner** (*region: str, encrypted\_summoner\_id: str*)

Get league entries for a given summoner ID

**Returns** Set[LeagueEntryDTO]

**challenger** (*region: str*)

Get the challenger league

**Returns** LeagueListDTO

**entries** (*region: str, tier: str, division: str, page: int = 1*)

Get all the league entries

**Returns** Set[LeagueEntryDTO]

**grandmaster** (*region: str*)

Get the grandmaster league.

**Returns** LeagueListDTO

**master** (*region: str*)

Get the master league

**Returns** LeagueListDTO

**rated\_ladders** (*region: str, queue: str*)

Get the top rated ladders

**Returns** TopRatedLadderEntryDto

## MatchApi

**class** riotwatcher.\_apis.team\_fight\_tactics.**MatchApi** (*base\_api: riotwatcher.\_apis.BaseApi.BaseApi*)

This class wraps the TFT-Match-v1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#tft-match-v1> for more detailed information

Initializes a new MatchApi which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**by\_id** (*region: str, match\_id: str*)

Get a match by match id.

**Parameters**

- **region** (*string*) – The region to execute this request on

- **match\_id** (*string*) – The match ID.

**Returns** MatchDto

**by\_puuid** (*region: str, puuid: str, count: int = 20, start: int = 0, start\_time: Optional[int] = None, end\_time: Optional[int] = None*)

Get a list of match ids by PUUID.

**Parameters**

- **region** (*string*) – The region to execute this request on
- **puuid** (*string*) – The puuid.
- **count** (*int*) – Defaults to 20. Valid values: 0 to 100. Number of match ids to return.
- **start** (*int*) – Defaults to 0. Start index.
- **start\_time** (*int*) – Epoch timestamp in seconds.
- **end\_time** (*int*) – Epoch timestamp in seconds.

**Returns** List[string]

## SummonerApi

**class** riotwatcher.\_apis.team\_fight\_tactics.**SummonerApi** (*base\_api: riotwatcher.\_apis.BaseApi.BaseApi*)

This class wraps the TFT-Summoner-v1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#tft-summoner-v1> for more detailed information.

Initializes a new SummonerApi which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**by\_account** (*region: str, encrypted\_account\_id: str*)

Get a summoner by account ID

**Returns** SummonerDTO

**by\_id** (*region: str, encrypted\_summoner\_id: str*)

Get a summoner by summoner ID

**Returns** SummonerDTO

**by\_name** (*region: str, summoner\_name: str*)

Get a summoner by summoner name.

**Returns** SummonerDTO

**by\_puuid** (*region: str, puuid: str*)

Get a summoner by PUUID.

**Returns** SummonerDTO

## 5.5 Valorant Watcher

```
class riotwatcher.ValWatcher (api_key: str, timeout: int = None, rate_limiter:
    riotwatcher.RateLimiter.RateLimiter = <riot-
    watcher.Handlers.RateLimit.BasicRateLimiter.BasicRateLimiter
    object>, deserializer: riotwatcher.Deserializer.Deserializer = <ri-
    otwatcher.Handlers.DictionaryDeserializer.DictionaryDeserializer
    object>)
```

ValWatcher class is intended to be the main interaction point with the API for Valorant.

Initialize a new instance of the ValWatcher class.

### Parameters

- **api\_key** (*string*) – the API key to use for this instance
- **timeout** (*int*) – Time to wait for a response before timing out a connection to the Riot API
- **rate\_limiter** (*RateLimiter*) – Instance to be used for rate limiting. This defaults to `Handlers.RateLimit.BasicRateLimiter`.
- **deserializer** (*Deserializer*) – Instance to be used to deserialize responses from the Riot Api. Default is `Handlers.DictionaryDeserializer`.

### content

Interface to the Content Endpoint

**Return type** *valorant.ContentApi*

### match

Interface to the Match Endpoint

**Return type** *valorant.MatchApi*

### 5.5.1 All APIs

#### ContentApi

```
class riotwatcher._apis.valorant.ContentApi (base_api: riot-
    watcher._apis.BaseApi.BaseApi)
```

This class wraps the Val-Content-v1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#val-content-v1> for more detailed information

Initialize a new ContentApi which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**contents** (*region: str, locale: str = None*)  
Get content optionally filtered by locale

**Returns** ContentDto

#### ValMatchApi

```
class riotwatcher._apis.valorant.MatchApi (base_api: riotwatcher._apis.BaseApi.BaseApi)
```

This class wraps the Val-Match-v1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#val-match-v1> for more detailed information

Initialize a new MatchApi which uses the provided base\_api

**Parameters** **base\_api** (*BaseApi*) – the root API object to use for making all requests.

**by\_id** (*region: str, match\_id: str*)

Get match by id

**Returns** MatchDto

**matchlist\_by\_puuid** (*region: str, puuid: str*)

Get matchlist for games played by puuid

**Returns** MatchlistDto

**recent\_matches** (*region: str, queue: str*)

Get recent matches.

Note: Returns a list of match ids that have completed in the last 10 minutes. NA/LATAM/BR share a match history deployment. As such, recent matches will return a combined list of matches from those three regions. Requests are load balanced so you may see some inconsistencies as matches are added/removed from the list.

**Returns** RecentMatchesDto

## 5.6 Handlers

### 5.6.1 Submodules

### 5.6.2 Rate Limit Modules

See rate-limiter for more info

**class** riotwatcher.Handlers.RateLimiterAdapter.**RateLimiterAdapter** (*limiter: riotwatcher.RateLimiter.RateLimiter*)

Bases: *riotwatcher.Handlers.RequestHandler.RequestHandler*

**after\_request** (*region: str, endpoint\_name: str, method\_name: str, url: str, response: requests.models.Response*) → *requests.models.Response*

Called after a response is received and before it is returned to the user.

**Parameters**

- **region** (*string*) – the region of this request
- **endpoint\_name** (*string*) – the name of the endpoint that was requested
- **method\_name** (*string*) – the name of the method that was requested
- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library

**preview\_request** (*region: str, endpoint\_name: str, method\_name: str, url: str, query\_params: dict*)  
called before a request is processed.

**Parameters**

- **region** (*string*) – the region of this request
- **endpoint\_name** (*string*) – the name of the endpoint being requested
- **method\_name** (*string*) – the name of the method being requested

- **url** – the URL that is being requested.
- **query\_params** – dict: the parameters to the url that is being queried, e.g. `?key1=val&key2=val2`

### 5.6.3 Serialization Modules

**class** riotwatcher.Handlers.DictionaryDeserializer.**DictionaryDeserializer**  
Bases: riotwatcher.Deserializer.Deserializer

**deserialize** (*endpoint\_name: str, method\_name: str, data: str*) → dict

**class** riotwatcher.Handlers.DeserializerAdapter.**DeserializerAdapter** (*deserializer: riotwatcher.Deserializer.Deserializer*)  
Bases: *riotwatcher.Handlers.RequestHandler.RequestHandler*

**after\_request** (*region: str, endpoint\_name: str, method\_name: str, url: str, response: requests.models.Response*) → Any

Called after a response is received and before it is returned to the user.

#### Parameters

- **region** (*string*) – the region of this request
- **endpoint\_name** (*string*) – the name of the endpoint that was requested
- **method\_name** (*string*) – the name of the method that was requested
- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library

**after\_static\_request** (*url: str, response: requests.models.Response*) → Any

Called after a response is received and before it is returned to the user.

#### Parameters

- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library

### 5.6.4 Error Handler Modules

**class** riotwatcher.Handlers.DeprecationHandler.**DeprecationHandler**  
Bases: *riotwatcher.Handlers.RequestHandler.RequestHandler*

**after\_request** (*region: str, endpoint\_name: str, method\_name: str, url: str, response: requests.models.Response*) → requests.models.Response

Called after a response is received and before it is returned to the user.

#### Parameters

- **region** (*string*) – the region of this request
- **endpoint\_name** (*string*) – the name of the endpoint that was requested
- **method\_name** (*string*) – the name of the method that was requested
- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library



**class** riotwatcher.Handlers.ThrowOnErrorHandler.**ThrowOnErrorHandler**

Bases: *riotwatcher.Handlers.RequestHandler.RequestHandler*

**after\_request** (*region: str, endpoint\_name: str, method\_name: str, url: str, response: requests.models.Response*) → None

Called after a response is received and before it is returned to the user.

#### Parameters

- **region** (*string*) – the region of this request
- **endpoint\_name** (*string*) – the name of the endpoint that was requested
- **method\_name** (*string*) – the name of the method that was requested
- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library

**class** riotwatcher.Handlers.TypeCorrectorHandler.**TypeCorrectorHandler**

Bases: *riotwatcher.Handlers.RequestHandler.RequestHandler*

The TypeCorrector class is meant to correct any inconsistencies in the types of objects provided as query parameters.

Currently this only involves changing boolean values into strings, as the API only accepts lower case booleans for some reason.

**preview\_request** (*region: str, endpoint\_name: str, method\_name: str, url: str, query\_params: dict*)  
called before a request is processed.

#### Parameters

- **endpoint\_name** (*string*) – the name of the endpoint being requested
- **method\_name** (*string*) – the name of the method being requested
- **url** – the URL that is being requested.
- **query\_params** – dict: the parameters to the url that is being queried, e.g. ?key1=val&key2=val2

## 5.6.5 Request Handler Modules

**class** riotwatcher.Handlers.RequestHandler.**RequestHandler**

Bases: object

**after\_request** (*region: str, endpoint\_name: str, method\_name: str, url: str, response*)

Called after a response is received and before it is returned to the user.

#### Parameters

- **region** (*string*) – the region of this request
- **endpoint\_name** (*string*) – the name of the endpoint that was requested
- **method\_name** (*string*) – the name of the method that was requested
- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library

**after\_static\_request** (*url: str, response*)

Called after a response is received and before it is returned to the user.

#### Parameters

- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library

**preview\_request** (*region: str, endpoint\_name: str, method\_name: str, url: str, query\_params: dict*)  
called before a request is processed.

**Parameters**

- **region** (*string*) – the region of this request
- **endpoint\_name** (*string*) – the name of the endpoint being requested
- **method\_name** (*string*) – the name of the method being requested
- **url** – the URL that is being requested.
- **query\_params** – dict: the parameters to the url that is being queried, e.g.  
?key1=val&key2=val2

**preview\_static\_request** (*url: str, query\_params: dict*)  
Called before a request to DataDragon is processed

**Parameters url** – The url that was requested

## 5.7 Testing

Unit and integration tests can be run with the following command from the RiotWatcher folder:

```
tox
```

## CHAPTER 6

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### Indices and tables

---

- `genindex`
- `modindex`
- `search`



### r

`riotwatcher.Handlers.DeprecationHandler`,  
28

`riotwatcher.Handlers.DeserializerAdapter`,  
28

`riotwatcher.Handlers.DictionaryDeserializer`,  
28

`riotwatcher.Handlers.RateLimiterAdapter`,  
27

`riotwatcher.Handlers.RequestHandler`, 29

`riotwatcher.Handlers.ThrowOnErrorHandler`,  
28

`riotwatcher.Handlers.TypeCorrectorHandler`,  
29



## A

AccountApi (class in riotwatcher.\_apis.riot), 22

active\_shard() (riotwatcher.\_apis.riot.AccountApi method), 22

after\_request() (riotwatcher.Handlers.DeprecationHandler.DeprecationHandler method), 28

after\_request() (riotwatcher.Handlers.DeserializerAdapter.DeserializerAdapter method), 28

after\_request() (riotwatcher.Handlers.RateLimiterAdapter.RateLimiterAdapter method), 27

after\_request() (riotwatcher.Handlers.RequestHandler.RequestHandler method), 29

after\_request() (riotwatcher.Handlers.ThrowOnErrorHandler.ThrowOnErrorHandler method), 29

after\_static\_request() (riotwatcher.Handlers.DeserializerAdapter.DeserializerAdapter method), 28

after\_static\_request() (riotwatcher.Handlers.RequestHandler.RequestHandler method), 29

by\_id() (riotwatcher.\_apis.legends\_of\_runeterra.MatchApi method), 21

by\_id() (riotwatcher.\_apis.team\_fight\_tactics.LeagueApi method), 24

by\_id() (riotwatcher.\_apis.team\_fight\_tactics.MatchApi method), 24

by\_id() (riotwatcher.\_apis.team\_fight\_tactics.SummonerApi method), 25

by\_id() (riotwatcher.\_apis.valorant.MatchApi method), 27

by\_name() (riotwatcher.\_apis.league\_of\_legends.SummonerApiV4 method), 20

by\_name() (riotwatcher.\_apis.team\_fight\_tactics.SummonerApi method), 25

by\_puuid() (riotwatcher.\_apis.league\_of\_legends.ChallengesApiV1 method), 18

by\_puuid() (riotwatcher.\_apis.league\_of\_legends.SummonerApiV4 method), 20

by\_puuid() (riotwatcher.\_apis.legends\_of\_runeterra.MatchApi method), 21

by\_puuid() (riotwatcher.\_apis.riot.AccountApi method), 23

by\_puuid() (riotwatcher.\_apis.team\_fight\_tactics.MatchApi method), 25

by\_puuid() (riotwatcher.\_apis.team\_fight\_tactics.SummonerApi method), 25

## B

by\_account() (riotwatcher.\_apis.league\_of\_legends.SummonerApiV4 method), 20

by\_account() (riotwatcher.\_apis.team\_fight\_tactics.SummonerApi method), 25

by\_id() (riotwatcher.\_apis.league\_of\_legends.LeagueApiV4 method), 15

by\_id() (riotwatcher.\_apis.league\_of\_legends.MatchApiV5 method), 17

by\_id() (riotwatcher.\_apis.league\_of\_legends.SummonerApiV4 method), 20

by\_riot\_id() (riotwatcher.\_apis.riot.AccountApi method), 23

by\_summoner() (riotwatcher.\_apis.league\_of\_legends.ChampionMasteryApiV4 method), 13

by\_summoner() (riotwatcher.\_apis.league\_of\_legends.ClashApiV1 method), 14

by\_summoner() (riotwatcher.\_apis.league\_of\_legends.LeagueApiV4 method), 15

by\_summoner() (riotwatcher.\_apis.league\_of\_legends.SpectatorApiV4 method), 19

- by\_summoner() (riotwatcher.\_apis.team\_fight\_tactics.LeagueApi method), 24
- by\_summoner\_by\_champion() (riotwatcher.\_apis.league\_of\_legends.ChampionMasteryApiV4 method), 13
- by\_team() (riotwatcher.\_apis.league\_of\_legends.ClashApiV1 method), 14
- by\_tournament() (riotwatcher.\_apis.league\_of\_legends.ClashApiV1 method), 14
- ## C
- challenge\_config() (riotwatcher.\_apis.league\_of\_legends.ChallengesApiV1 method), 18
- challenger() (riotwatcher.\_apis.team\_fight\_tactics.LeagueApi method), 24
- challenger\_by\_queue() (riotwatcher.\_apis.league\_of\_legends.LeagueApiV4 method), 15
- ChallengesApiV1 (class in riotwatcher.\_apis.league\_of\_legends), 18
- ChampionApiV3 (class in riotwatcher.\_apis.league\_of\_legends), 13
- ChampionMasteryApiV4 (class in riotwatcher.\_apis.league\_of\_legends), 13
- champions() (riotwatcher.\_apis.league\_of\_legends.DataDragonApi method), 15
- ClashApiV1 (class in riotwatcher.\_apis.league\_of\_legends), 14
- config() (riotwatcher.\_apis.league\_of\_legends.ChallengesApiV1 method), 18
- ContentApi (class in riotwatcher.\_apis.valorant), 26
- contents() (riotwatcher.\_apis.valorant.ContentApi method), 26
- ## D
- DataDragonApi (class in riotwatcher.\_apis.league\_of\_legends), 15
- DeprecationHandler (class in riotwatcher.Handlers.DeprecationHandler), 28
- deserialize() (riotwatcher.Handlers.DictionaryDeserializer.DictionaryDeserializer method), 28
- DeserializerAdapter (class in riotwatcher.Handlers.DeserializerAdapter), 28
- DictionaryDeserializer (class in riotwatcher.Handlers.DictionaryDeserializer), 28
- ## E
- entries() (riotwatcher.\_apis.league\_of\_legends.LeagueApiV4 method), 16
- entries() (riotwatcher.\_apis.team\_fight\_tactics.LeagueApi method), 24
- ## F
- featured\_games() (riotwatcher.\_apis.league\_of\_legends.SpectatorApiV4 method), 19
- ## G
- grandmaster() (riotwatcher.\_apis.team\_fight\_tactics.LeagueApi method), 24
- grandmaster\_by\_queue() (riotwatcher.\_apis.league\_of\_legends.LeagueApiV4 method), 16
- ## I
- items() (riotwatcher.\_apis.league\_of\_legends.DataDragonApi method), 15
- ## L
- languages() (riotwatcher.\_apis.league\_of\_legends.DataDragonApi method), 15
- leaderboards() (riotwatcher.\_apis.league\_of\_legends.ChallengesApiV1 method), 18
- leaderboards() (riotwatcher.\_apis.legends\_of\_runeterra.RankedApi method), 22
- LeagueApi (class in riotwatcher.\_apis.team\_fight\_tactics), 24
- LeagueApiV4 (class in riotwatcher.\_apis.league\_of\_legends), 15
- LolStatusApiV3 (class in riotwatcher.\_apis.league\_of\_legends), 16
- LolStatusApiV4 (class in riotwatcher.\_apis.league\_of\_legends), 17
- ## M
- maps() (riotwatcher.\_apis.league\_of\_legends.DataDragonApi method), 15
- master() (riotwatcher.\_apis.team\_fight\_tactics.LeagueApi method), 24
- masteries() (riotwatcher.\_apis.league\_of\_legends.DataDragonApi method), 15
- masters\_by\_queue() (riotwatcher.\_apis.league\_of\_legends.LeagueApiV4 method), 16
- MatchApi (class in riotwatcher.\_apis.legends\_of\_runeterra), 21



MatchApi (class in riot-  
watcher.\_apis.team\_fight\_tactics), 24  
MatchApi (class in riotwatcher.\_apis.valorant), 26  
MatchApiV5 (class in riot-  
watcher.\_apis.league\_of\_legends), 17  
matchlist\_by\_puuid() (riot-  
watcher.\_apis.league\_of\_legends.MatchApiV5  
method), 17  
matchlist\_by\_puuid() (riot-  
watcher.\_apis.valorant.MatchApi  
method), 27  
**P**  
percentiles() (riot-  
watcher.\_apis.league\_of\_legends.ChallengesApiV1  
method), 19  
percentiles\_by\_challenge\_id() (riot-  
watcher.\_apis.league\_of\_legends.ChallengesApiV1  
method), 19  
platform\_data() (riot-  
watcher.\_apis.league\_of\_legends.LolStatusApiV4  
method), 17  
preview\_request() (riot-  
watcher.Handlers.RateLimiterAdapter.RateLimiterAdapter  
method), 27  
preview\_request() (riot-  
watcher.Handlers.RequestHandler.RequestHandler  
method), 30  
preview\_request() (riot-  
watcher.Handlers.TypeCorrectorHandler.TypeCorrectorHandler  
method), 29  
preview\_static\_request() (riot-  
watcher.Handlers.RequestHandler.RequestHandler  
method), 30  
profile\_icons() (riot-  
watcher.\_apis.league\_of\_legends.DataDragonApi  
method), 15  
**R**  
RankedApi (class in riot-  
watcher.\_apis.legends\_of\_runeterra), 22  
rated\_ladders() (riot-  
watcher.\_apis.team\_fight\_tactics.LeagueApi  
method), 24  
RateLimiterAdapter (class in riot-  
watcher.Handlers.RateLimiterAdapter), 27  
recent\_matches() (riot-  
watcher.\_apis.valorant.MatchApi  
method), 27  
RequestHandler (class in riot-  
watcher.Handlers.RequestHandler), 29  
riotwatcher.Handlers.DeprecationHandler  
(module), 28  
riotwatcher.Handlers.DeserializerAdapter  
(module), 28  
riotwatcher.Handlers.DictionaryDeserializer  
(module), 28  
riotwatcher.Handlers.RateLimiterAdapter  
(module), 27  
riotwatcher.Handlers.RequestHandler  
(module), 29  
riotwatcher.Handlers.ThrowOnErrorHandler  
(module), 28  
riotwatcher.Handlers.TypeCorrectorHandler  
(module), 29  
rotations() (riotwatcher.\_apis.league\_of\_legends.ChampionApiV3  
method), 13  
tunes() (riotwatcher.\_apis.league\_of\_legends.DataDragonApi  
method), 15  
runes\_reforged() (riot-  
watcher.\_apis.league\_of\_legends.DataDragonApi  
method), 15  
**S**  
scores\_by\_summoner() (riot-  
watcher.\_apis.league\_of\_legends.ChampionMasteryApiV4  
method), 13  
shard\_data() (riot-  
watcher.\_apis.league\_of\_legends.LolStatusApiV3  
method), 16  
SpectatorApiV4 (class in riot-  
watcher.\_apis.league\_of\_legends), 19  
summoner\_spells() (riot-  
watcher.\_apis.league\_of\_legends.DataDragonApi  
method), 15  
SummonerApi (class in riot-  
watcher.\_apis.team\_fight\_tactics), 25  
SummonerApiV4 (class in riot-  
watcher.\_apis.league\_of\_legends), 20  
**T**  
ThrowOnErrorHandler (class in riot-  
watcher.Handlers.ThrowOnErrorHandler),  
28  
timeline\_by\_match() (riot-  
watcher.\_apis.league\_of\_legends.MatchApiV5  
method), 18  
tournament\_by\_team() (riot-  
watcher.\_apis.league\_of\_legends.ClashApiV1  
method), 14  
tournaments() (riot-  
watcher.\_apis.league\_of\_legends.ClashApiV1  
method), 14  
TypeCorrectorHandler (class in riot-  
watcher.Handlers.TypeCorrectorHandler),  
29

## V

`versions_all()` (*riot-watcher.\_apis.league\_of\_legends.DataDragonApi*  
*method*), [15](#)

`versions_for_region()` (*riot-watcher.\_apis.league\_of\_legends.DataDragonApi*  
*method*), [15](#)